This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1.   (Currently Amended) A method for rendering graphics on a display device for a computer system having a central processing unit, system random access memory, and a graphics card, said graphics card comprising a graphical processing unit, video random access memory, and a frame buffer, said method comprising:

rendering a complex graphic in the system random access memory with the central processing unit; and

copying said complex graphic from the system random access memory directly into the frame buffer by the central processing unit, wherein copying directly into the frame buffer bypasses the graphical processing unit.

2.   (Cancelled)

3.   (Currently Amended) The method of claim 1 2 wherein said complex graphic comprises a sub-pixel manipulation technology.

4.   (Currently Amended) The method of claim 1 2 wherein said complex graphic comprises anti-aliasing.

5.   (Currently Amended) The method of claim 1 2 wherein said complex graphic comprises shading.

6.   (Currently Amended) The method of claim 1 2 wherein said complex graphic comprises texturing.

7.   (Currently Amended) The method of claim 1 2 wherein said complex graphic comprises alpha-blending.

8.   (Cancelled)

9.   (Currently Amended) The method of claim 1 2 wherein said complex graphic comprises a compositing of overlays.

10.   (Original) The method of claim 1 wherein said computer system further comprises an accelerated graphics port (ACP) between the central processing unit, the system random access memory, and the graphics card.

11.   (Original) The method of claim 1 wherein said graphic card comprises a graphics accelerator.

12.   (Original) The method of claim 1 wherein said graphic card comprises a graphics coprocessor.

13.   (Currently Amended) A computer-readable medium having computer-readable instructions for rendering graphics on a display device for a computer system comprising a central processing unit, system random access memory, and a graphics card, said graphics card comprising a graphical processing unit, video random access memory, and a frame buffer, said computer-readable instructions comprising:

        instructions for rendering said a complex graphic in the system random access memory with the central processing unit; and

        instructions for copying said complex graphic from the system random access memory directly into the frame buffer by the central processing unit, wherein copying directly into the frame buffer bypasses the graphical processing unit.

14.   (Original) The computer-readable medium of claim 13 further comprising instructions for rendering a complex graphic in system random access memory with the central processing unit.

15.   (Original) The computer-readable medium of claim 14 wherein said complex graphic comprises a sub-pixel manipulation technology.

16.   (Original) The computer-readable medium of claim 14 wherein said complex graphic comprises anti-aliasing.

17.   (Original) The computer-readable medium of claim 14 wherein said complex graphic comprises shading.

18.   (Original) The computer-readable medium of claim 14 wherein said complex graphic comprises texturing.

19.   (Original) The computer-readable medium of claim 14 wherein said complex graphic comprises alpha-blending.

20.   (Original) The computer-readable medium of claim 14 wherein said complex graphic comprises an orientation-change graphic.

21.   (Original) The computer-readable medium of claim 14 wherein said complex graphic comprises a compositing of overlays.

22.   (Currently Amended) A system for rendering graphics on a display device, said system comprising:

    a central processing unit;

    system random access memory coupled to said central processing unit;

    a graphics card coupled to said central processing unit and system random access memory, said graphics card comprising a graphical processing unit, video random access memory, and a frame buffer; and

    a software program, loaded into system random access memory, for the central processing unit to render a complex graphic element said graphics in the system random access memory and to copy said complex graphic element said graphics from the system random access memory directly into the frame buffer wherein copying directly into the frame buffer bypasses the graphical processing unit.

23.   (Cancelled)

24.   (Currently Amended) The system of claim 22 23 wherein said complex graphic comprises a sub-pixel manipulation technology.

25.   (Currently Amended) The system of claim 22 23 wherein said computer system further comprises an accelerated graphics port (ACP) coupled to the central processing unit, the system random access memory, and the graphics card.

26.   (Original) The system of claim 22 wherein said graphic card comprises a graphics accelerator.

27.   (Original) The system of claim 22 wherein said graphic card comprises a graphics coprocessor.

28.   (Currently Amended) A system for rendering graphics on a display device for a computer system having a central processing unit, system random access memory, and a graphics card, said graphics card comprising a graphical processing unit, video random access memory, and a frame buffer, said method comprising:

means for rendering a complex graphic said graphic in the system random access memory with the central processing unit; and

means for copying said complex graphic from the system random access memory directly into the frame buffer by the central processing unit, wherein copying directly into the frame buffer bypasses the graphical processing unit.

29.   (Currently Amended) The method of claim 28 2 wherein said complex graphic comprises an orientation-change graphic.